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1 Communications of the ACM: Volume 51 Issue 7

July 2008 issue Volume 51 Issue 7
Publisher: ACM
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Bibliometrics: Downloads (6 Weeks): 1279, Downloads (12 Months): 1262, Citation Count: 0

2 Exploiting perception in high-fidelity virtual environments
Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses
Publisher: ACM
Full text available: Mov (68:6 MIN), Pdf (5.07 MB) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 160, Downloads (12 Months): 1689, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

3 A relational debugging engine for the graphics pipeline

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen
July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM
Full text available: Mov (24:11 MIN), Pdf (582.04 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 137, Citation Count: 4

We present a new, unified approach to debugging graphics software. We propose a representation of all graphics state over the course of program execution as a relational database, and produce a query-based framework for extracting, manipulating, and ...

Keywords: SIMD, SQL, debugging, graphics hardware, graphics pipeline, relational algebra, streaming, visualization

4

A relational debugging engine for the graphics pipeline

Nathaniel Duca, Krzysztof Niski, Jonathan Bilodeau, Matthew Bolitho, Yuan Chen, Jonathan Cohen

July 2005 ACM Transactions on Graphics (TOG), Volume 24 Issue 3
Publisher: ACM

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